

Lone Wolf Originals

Joe Dever is the creator and author of the bestselling Lone Wolf adventure books and novels.

Gary Chalk is the original artist who collaborated with Joe Dever on the *Lone Wolf* series. His original cover for *Flight from the Dark* was reproduced as a poster to advertise the launch of the series in 1984.

Brian Williams is best known as the artist who drew the interior illustrations for many of Joe Dever's works. However, he also painted cover artwork for a number of Dever's gamebooks and novels, including *The Sword of the Sun* novel, and the *Freeway Warrior* gamebook *California Countdown*.

Melvyn Grant is the interior illustrator of *Highway Holocaust*, and the cover artist of all four of the *Freeway Warrior* books.

Peter Andrew Jones is a prolific colour artist whose illustrations graced the covers of many of Joe Dever's works, including the novels *Eclipse of the Kai* and *The Sacrifice of Ruanon*.

This file contains never before seen design elements of some of the Lone Wolf books. Included are scans of surviving copies of the original drawings Joe Dever made of the maps that appear at the front of the books; this artwork was then sent on to the artists involved who drew the published illustration. This includes the colour map that should have been included in *The Hunger of Sejanos*, but was never used, the map from the preceding book being reused in error by the publishers. The colour maps of Northern and Southern Magnamund date from 1979, and are the oldest maps of Magnamund in existence.

Also included is a poster advertising the release of *Flight from the Dark*, with full-colour artwork by Gary Chalk depicting the original 1984 cover for *Flight from the Dark*. The full version of a piece of Brian Williams' full-colour cover art is also contained herein (*The Sword of the Sun*), as is one of Melvyn Grant's (*California Countdown*), and two pre-release pieces of Peter Andrew Jones' full-colour cover art (*Eclipse of the Kai* and *The Sacrifice of Ruanon*).

The second half of this document is dedicated to *The Cauldron of Fear*, and documents Joe's preliminary notes and design, as well as presenting all twenty of Brian Williams' original rough sketches. Also included are a couple of pieces of correspondence between the parties involved, part of which is a (very) rough initial draft of Fred Gambino's original cover for the 1986 Beaver Books edition, complete with added notes.

Contributors for Project Aon Editions

This project would have been impossible without the helpful contributions of:

Stuart Bradshaw – providing scans of these items of rare Lone Wolf miscellany.

Simon Osborne – minor graphic manipulation, creator and maintainer of this document.

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	© 1986–89 Brian Williams (pages 18, 30–41)
	© 1989 Melvyn Grant (page 19)
	© 1990–92 Peter Andrew Jones/Solar Wind (pages 20–21)
	© 1986 Fred Gambino (page 29)

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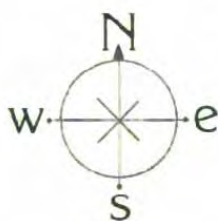
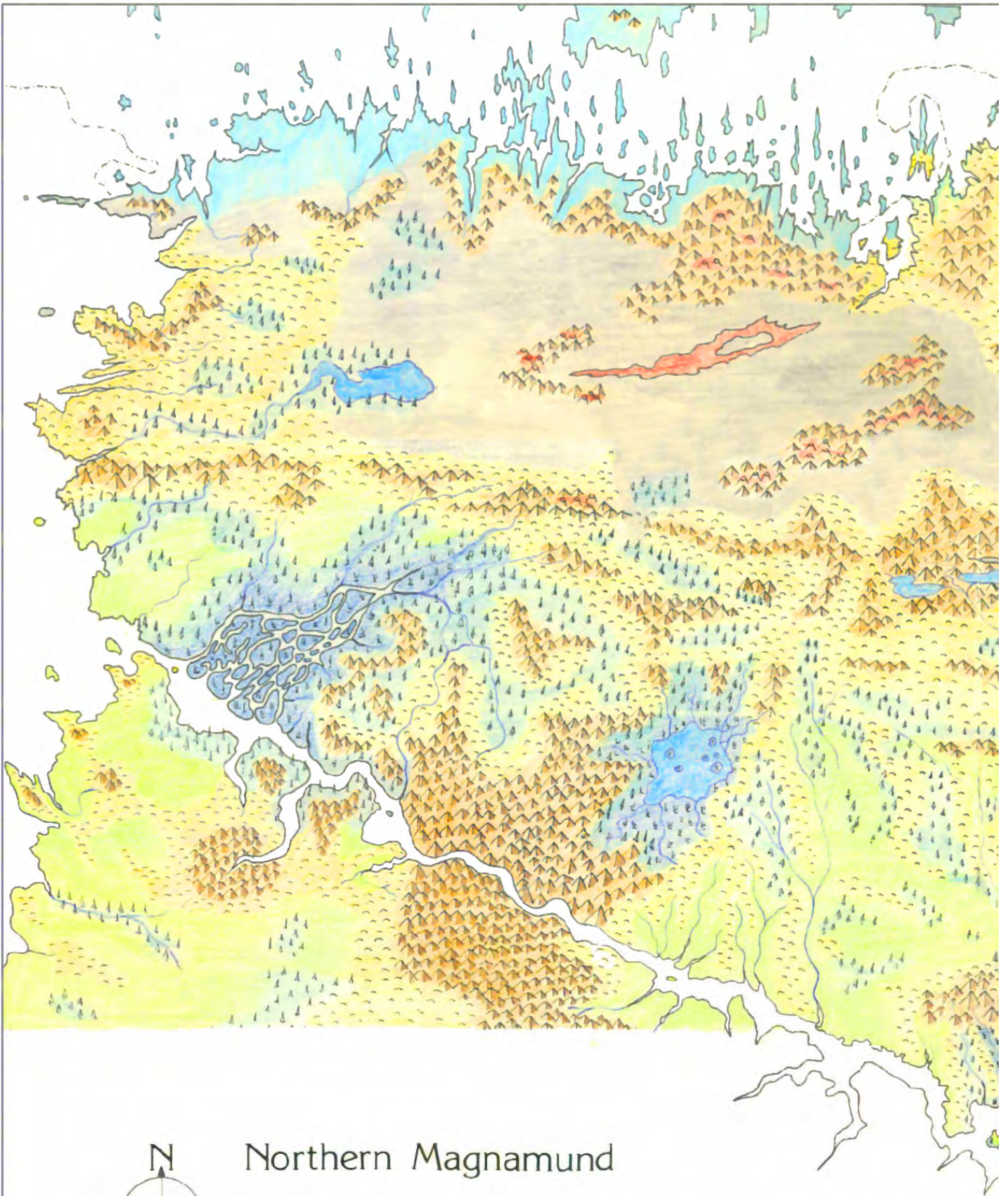
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Illustration by Joe Dever

Northern Magnamund – West



Northern Magnamund



* DISTANCE IN MILES : 15.9 mm = 100 mls
1.0 mm = 6.3 mls

Joe Dever

Illustration by Joe Dever

Northern Magnamund – East

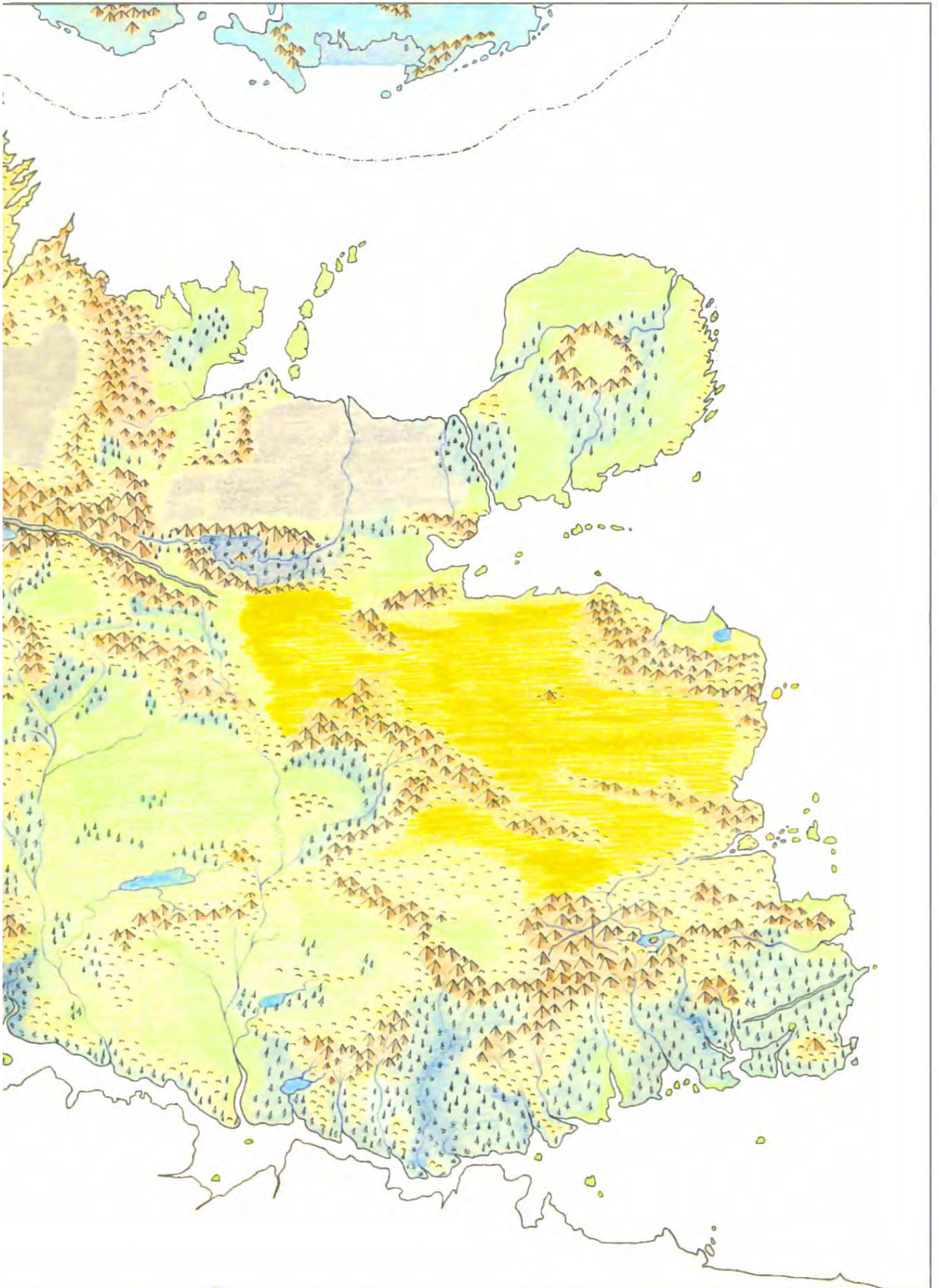


Illustration by Joe Dever

Southern Magnamund – West

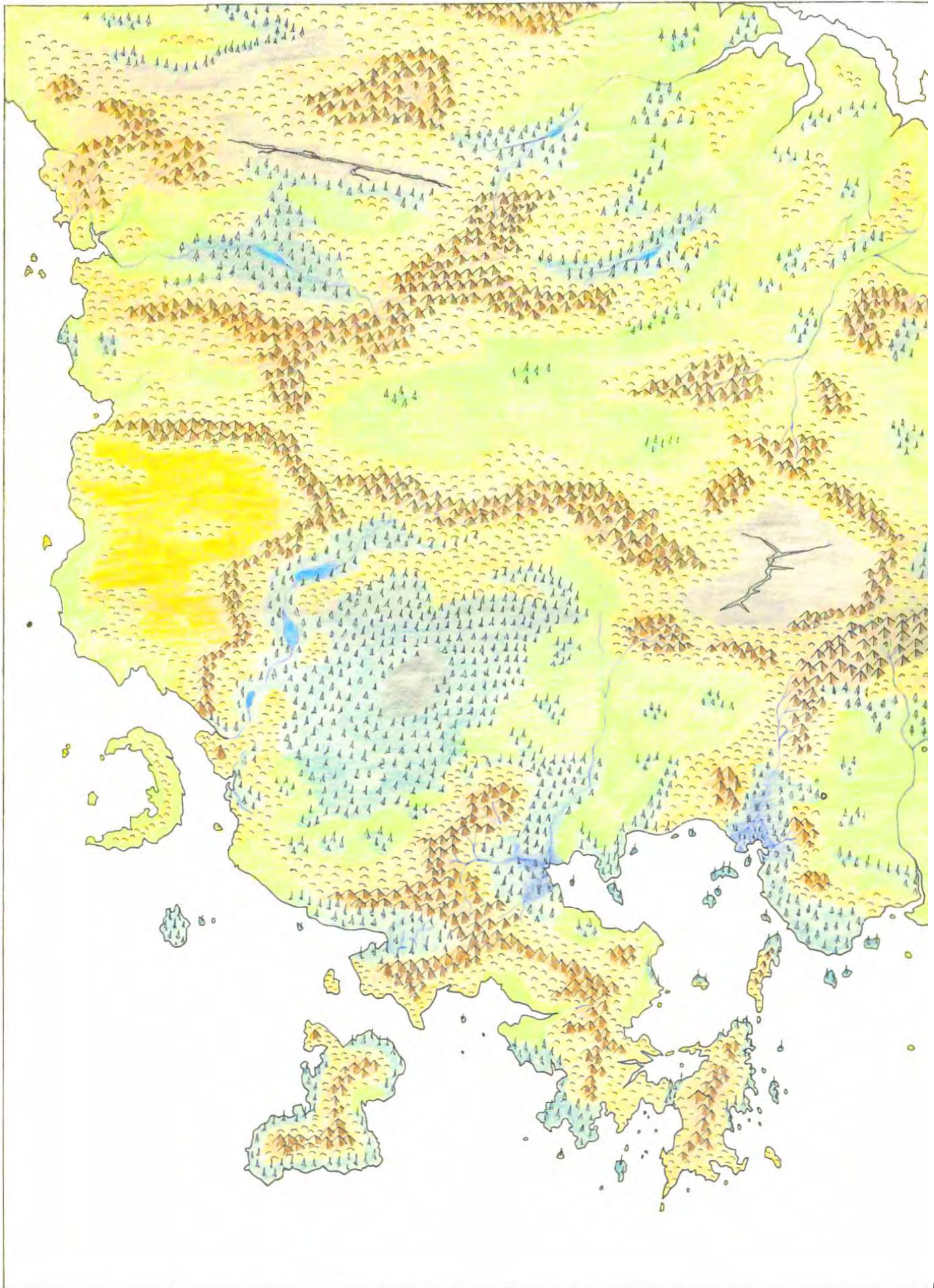


Illustration by Joe Dever

Southern Magnamund – East

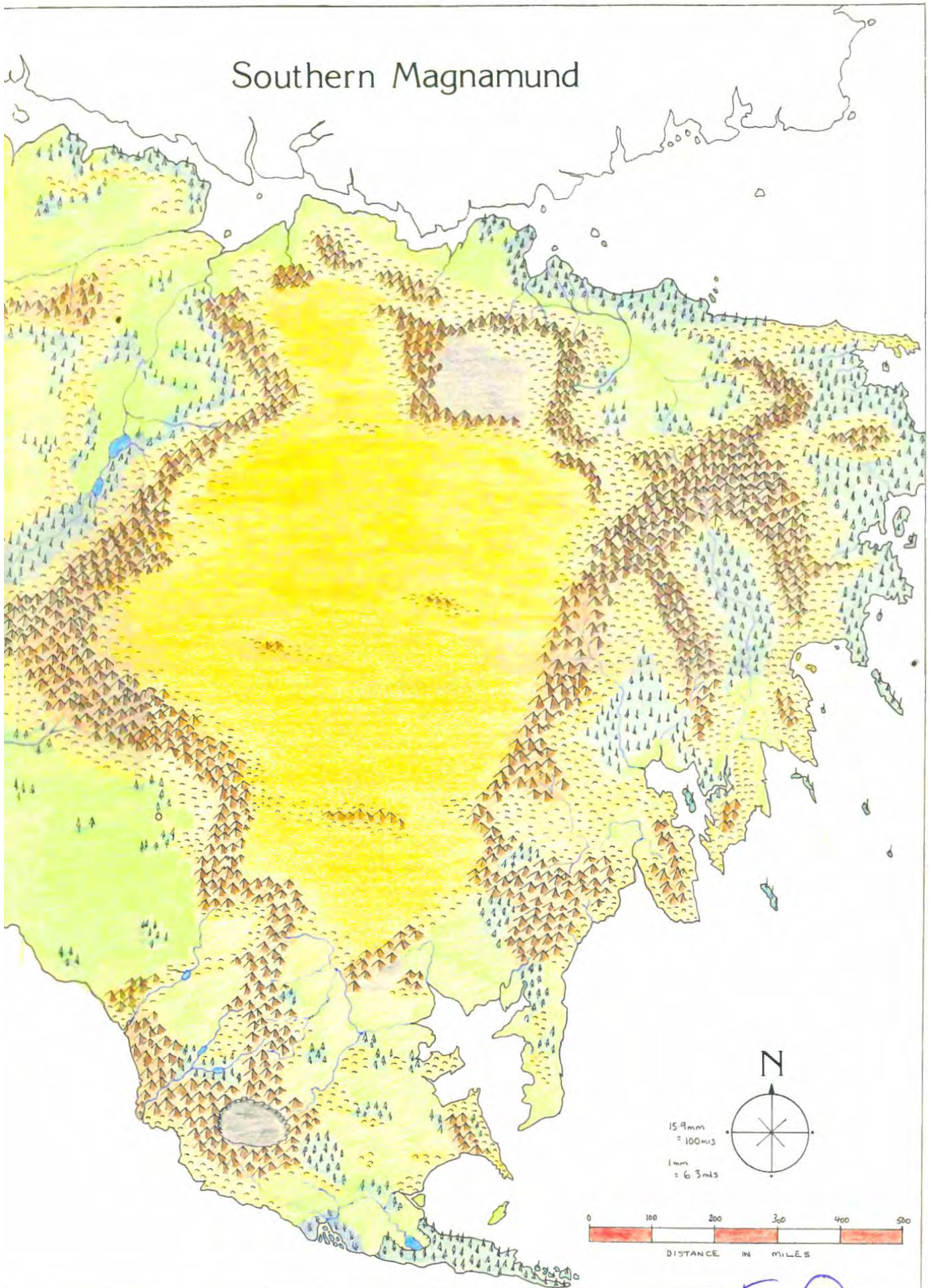


Illustration by Joe Dever

Shadow on the Sand

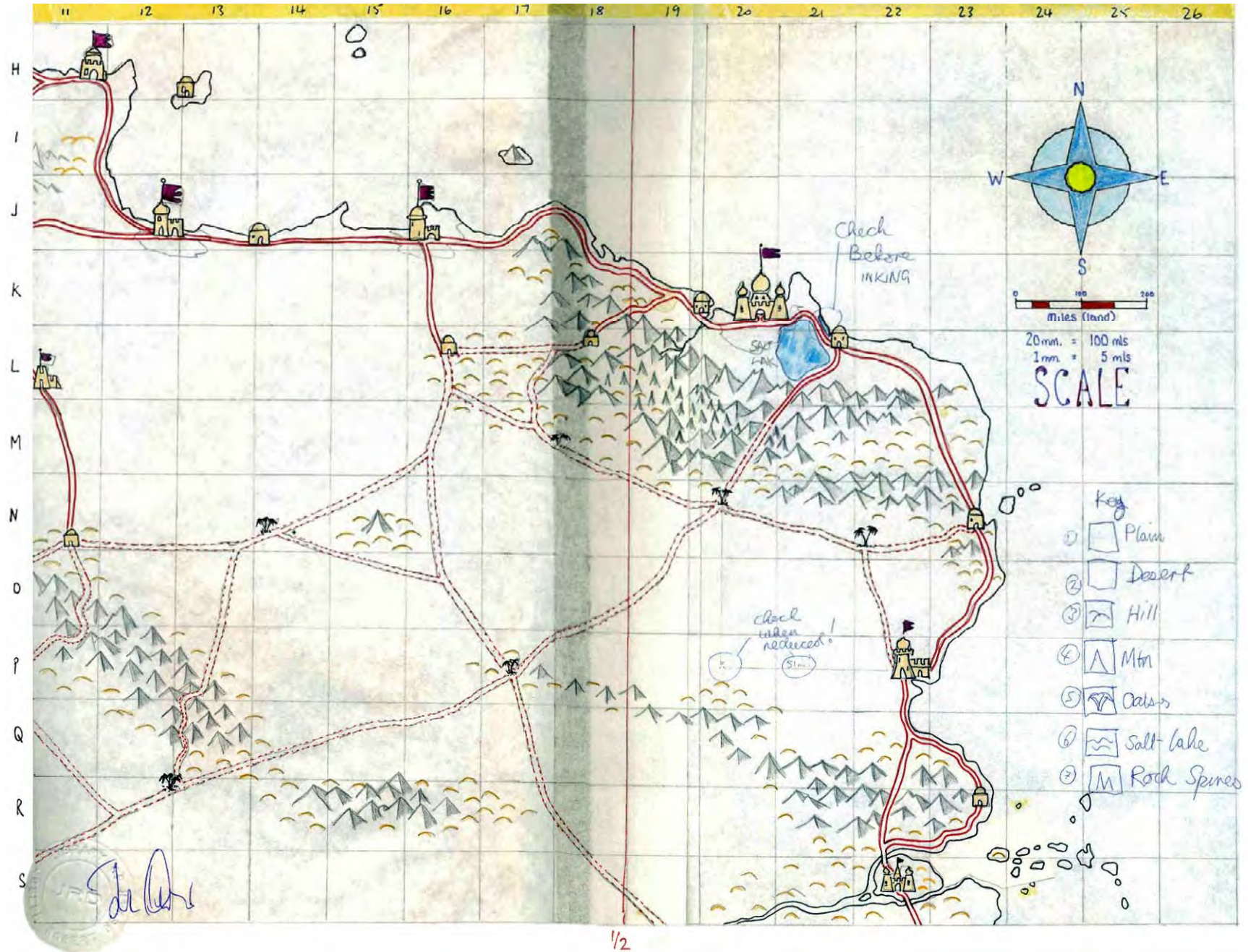


Illustration by Joe Dever

The Jungle of Horrors

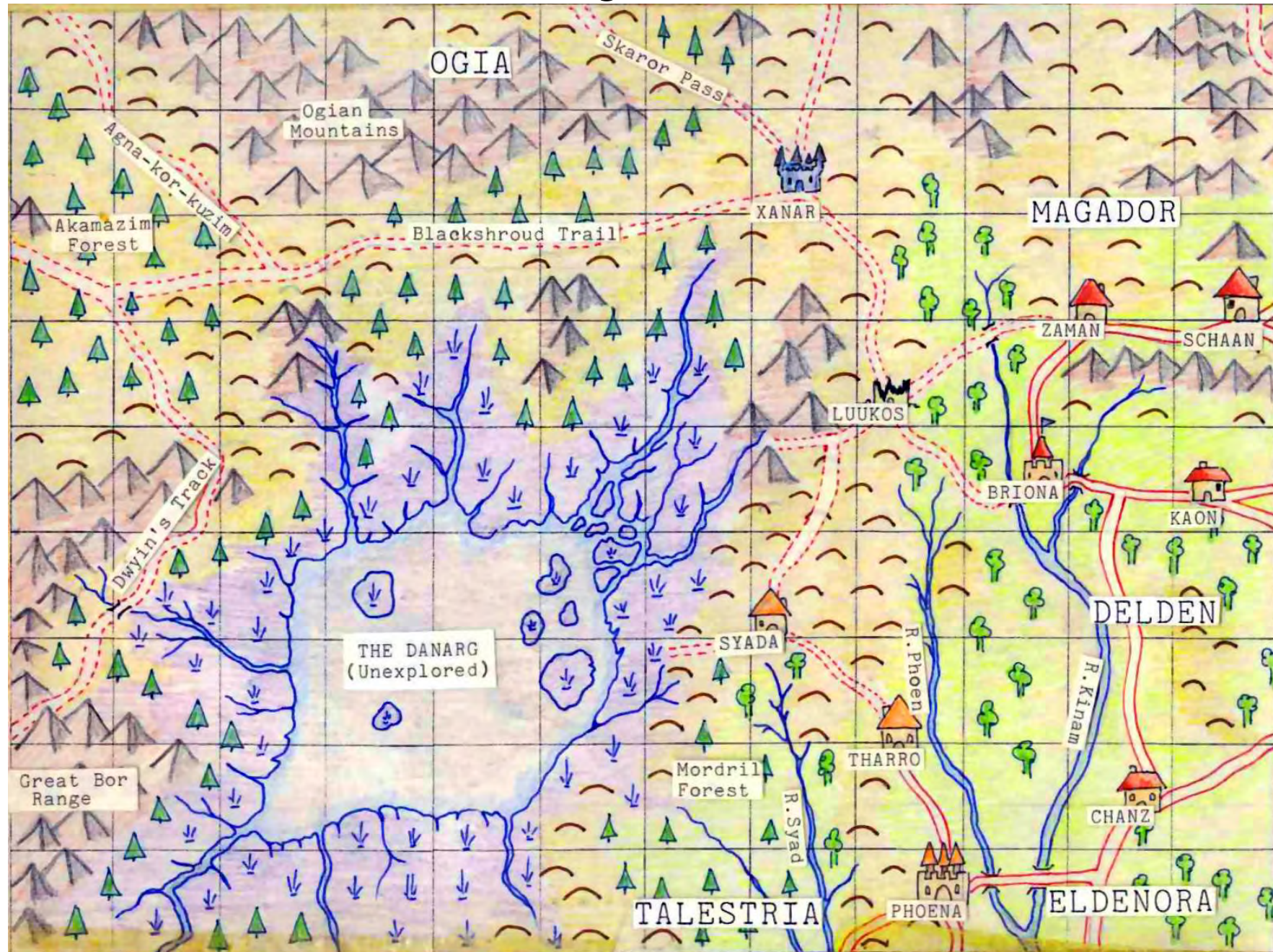


Illustration by Joe Dever

The Cauldron of Fear

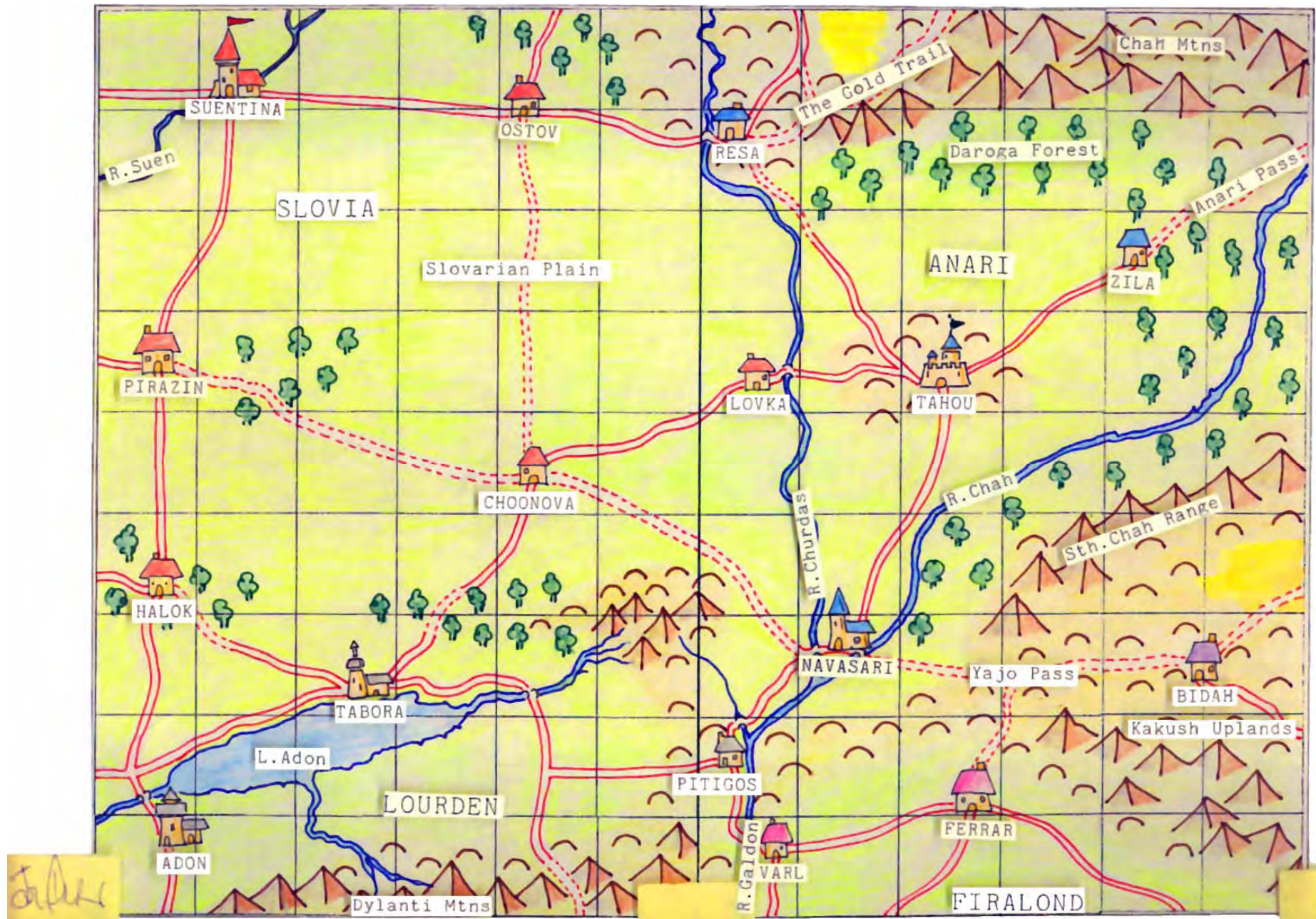
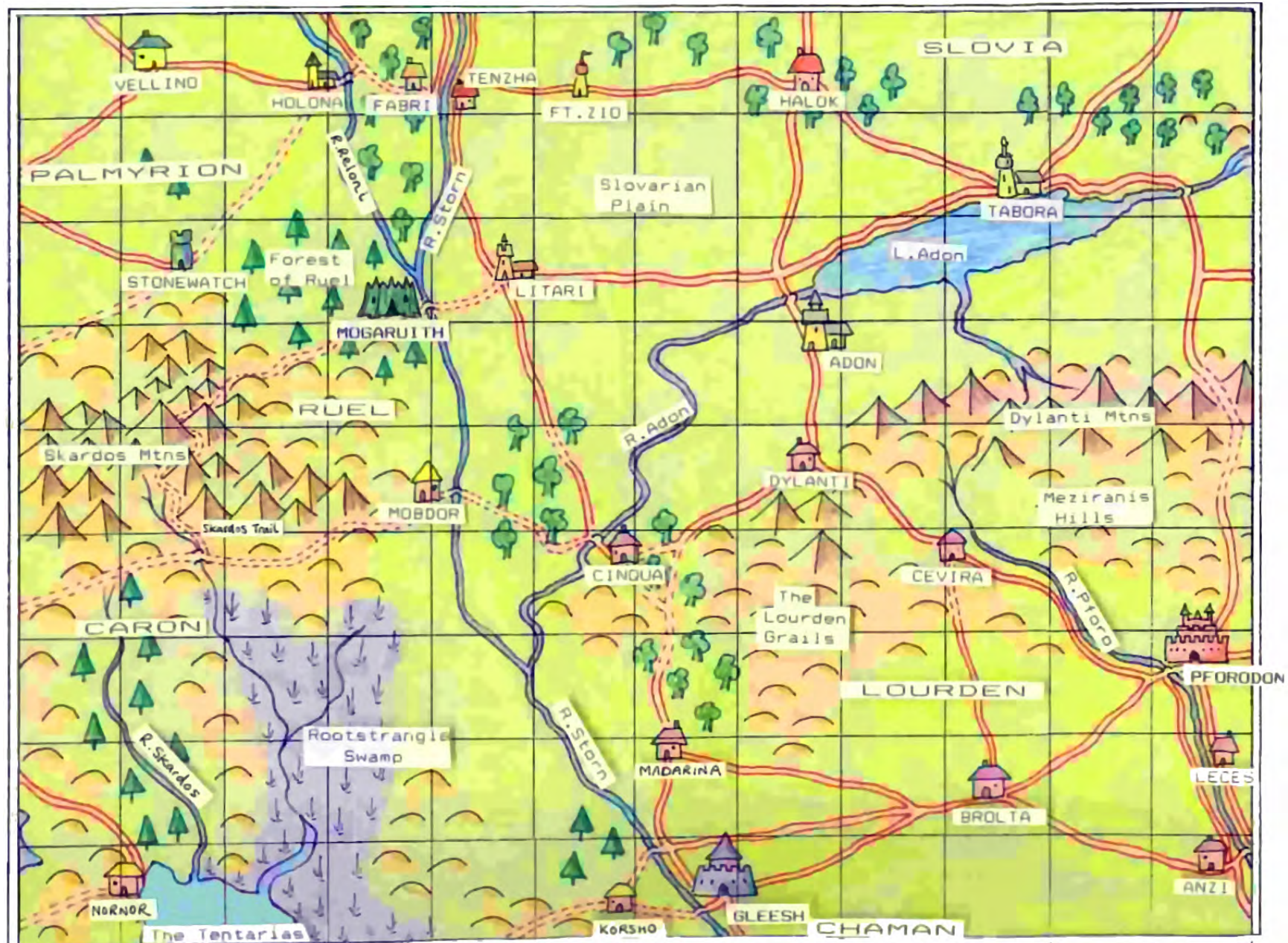


Illustration by Joe Dever

The Plague Lords of Ruel



THE DARK REALM OF RUEL

Illustration by Joe Dever

The Darke Crusade

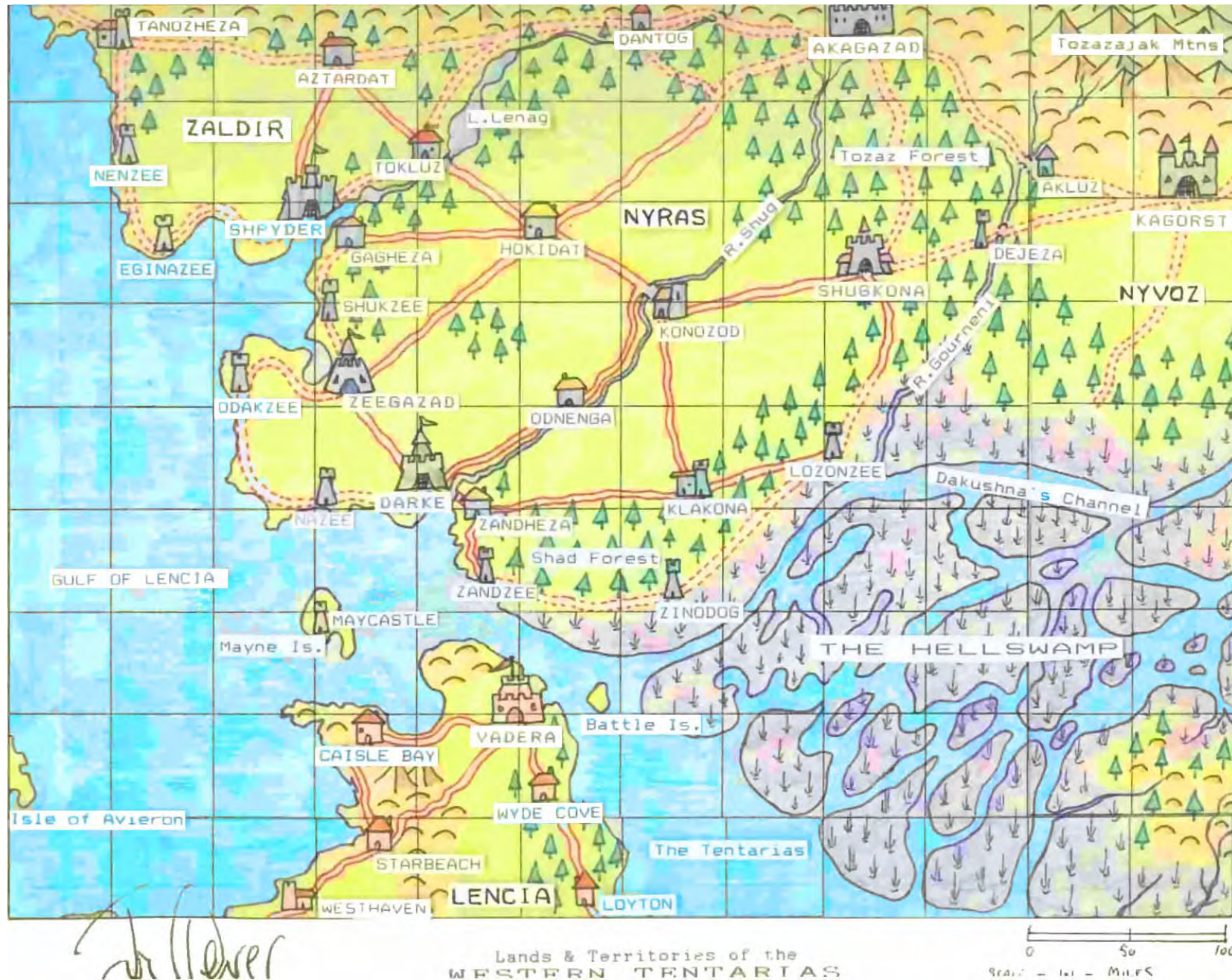
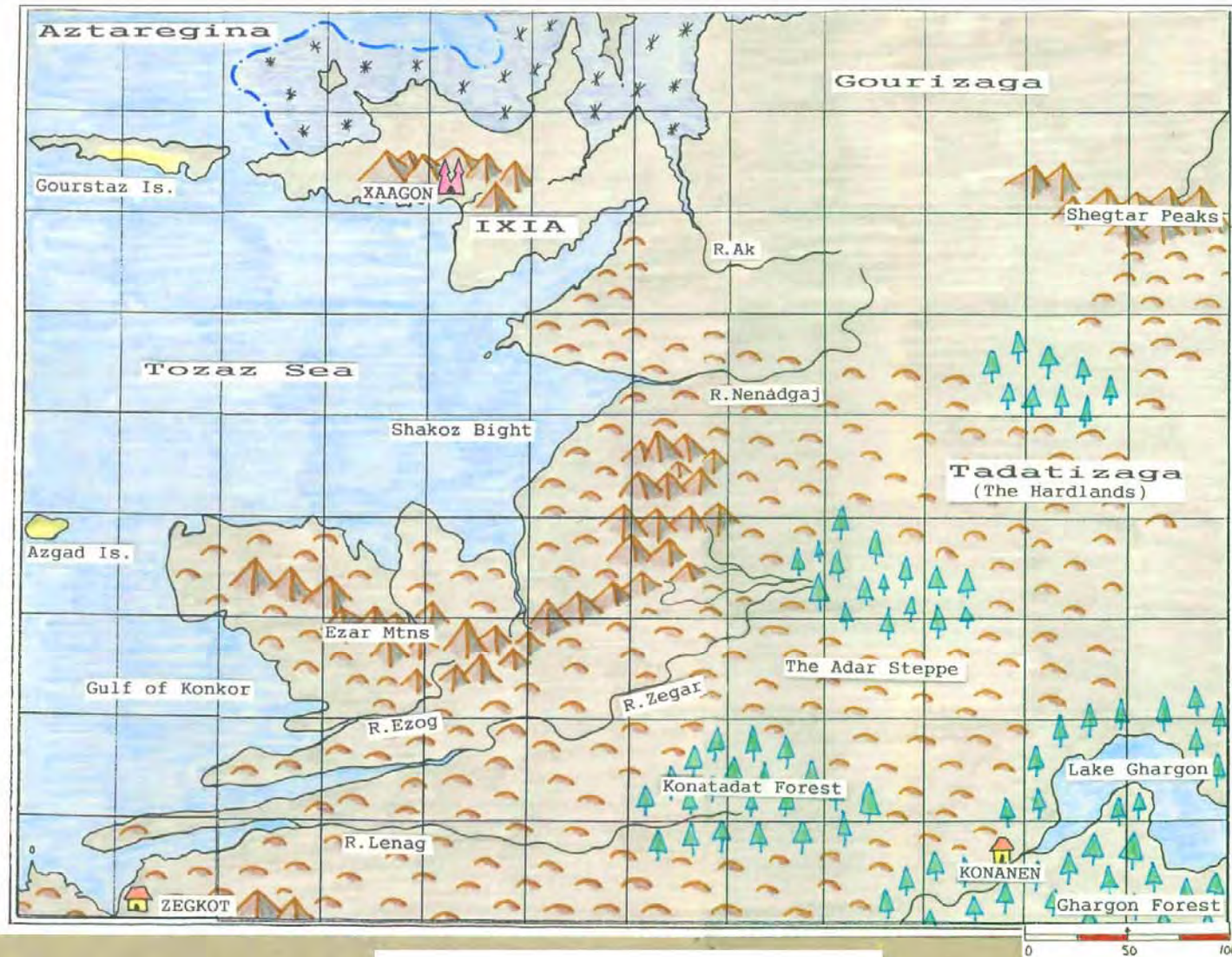


Illustration by Joe Dever

The Deathlord of Ixia



IXIA & THE HARDLANDS

Map: Low
wolf 17

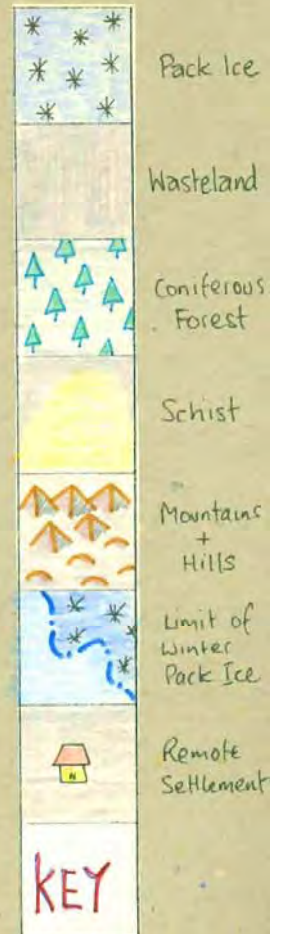


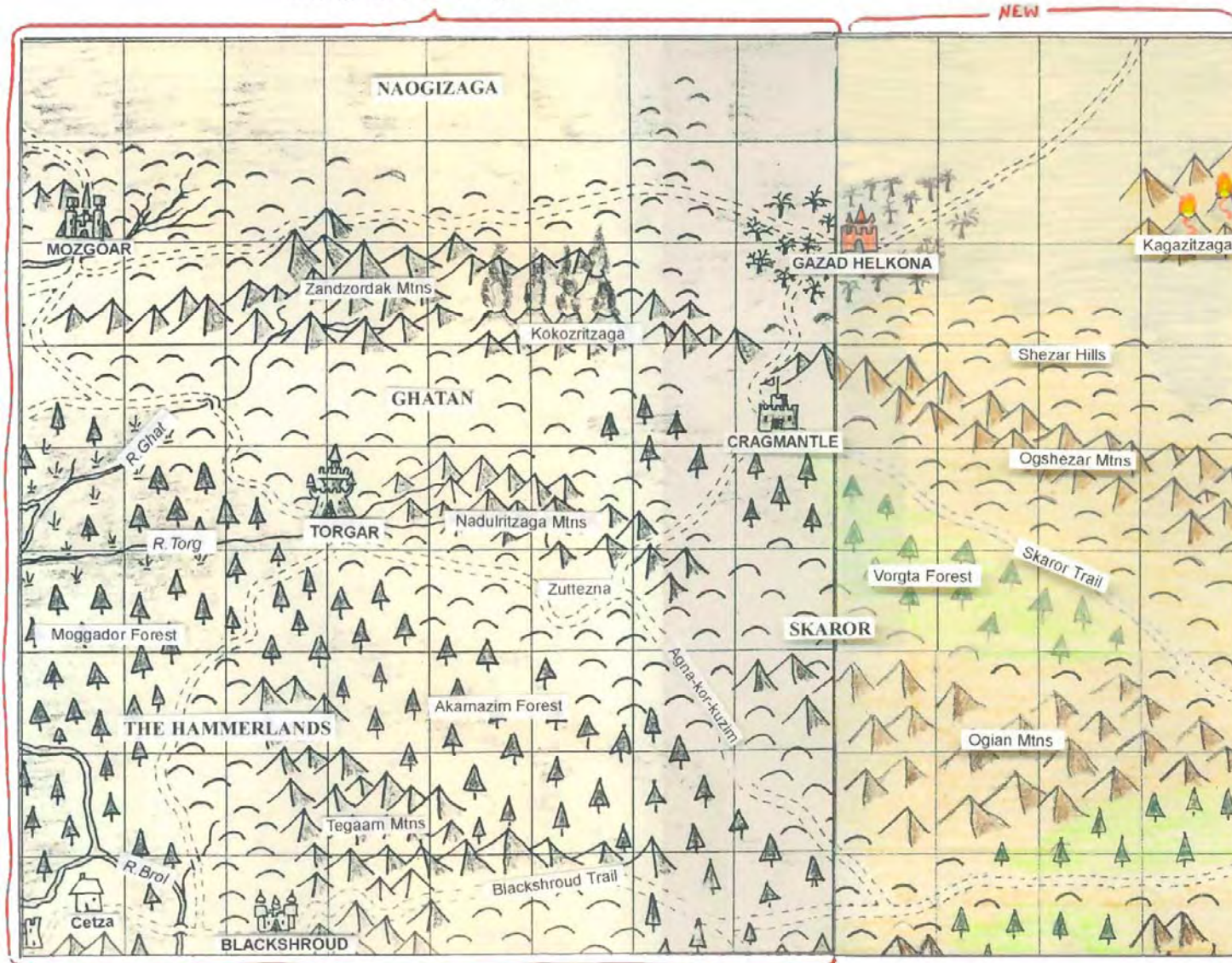
Illustration by Joe Dever

Trail of the Wolf

Taken from rough of Lone Wolf 10.
'Dungeons of Torgar' map

Rough Map

Lone Wolf 25: Trail of the Wolf



Gazad Helkona
& surrounding territories

Use same **Key** & ground
Scale as LW10 rough

Illustration by Joe Dever

The Fall of Blood Mountain

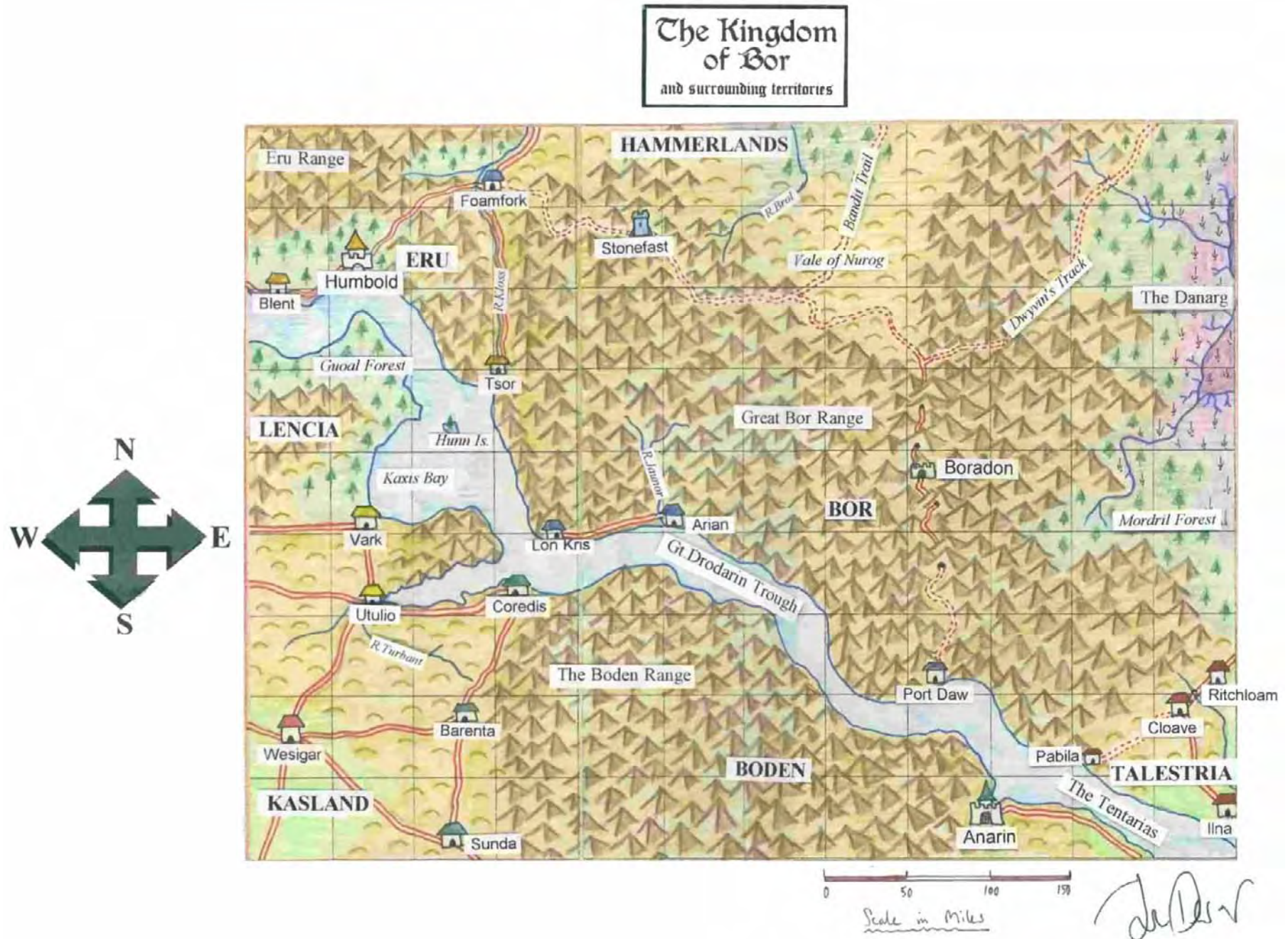


Illustration by Joe Dever

Vampirium

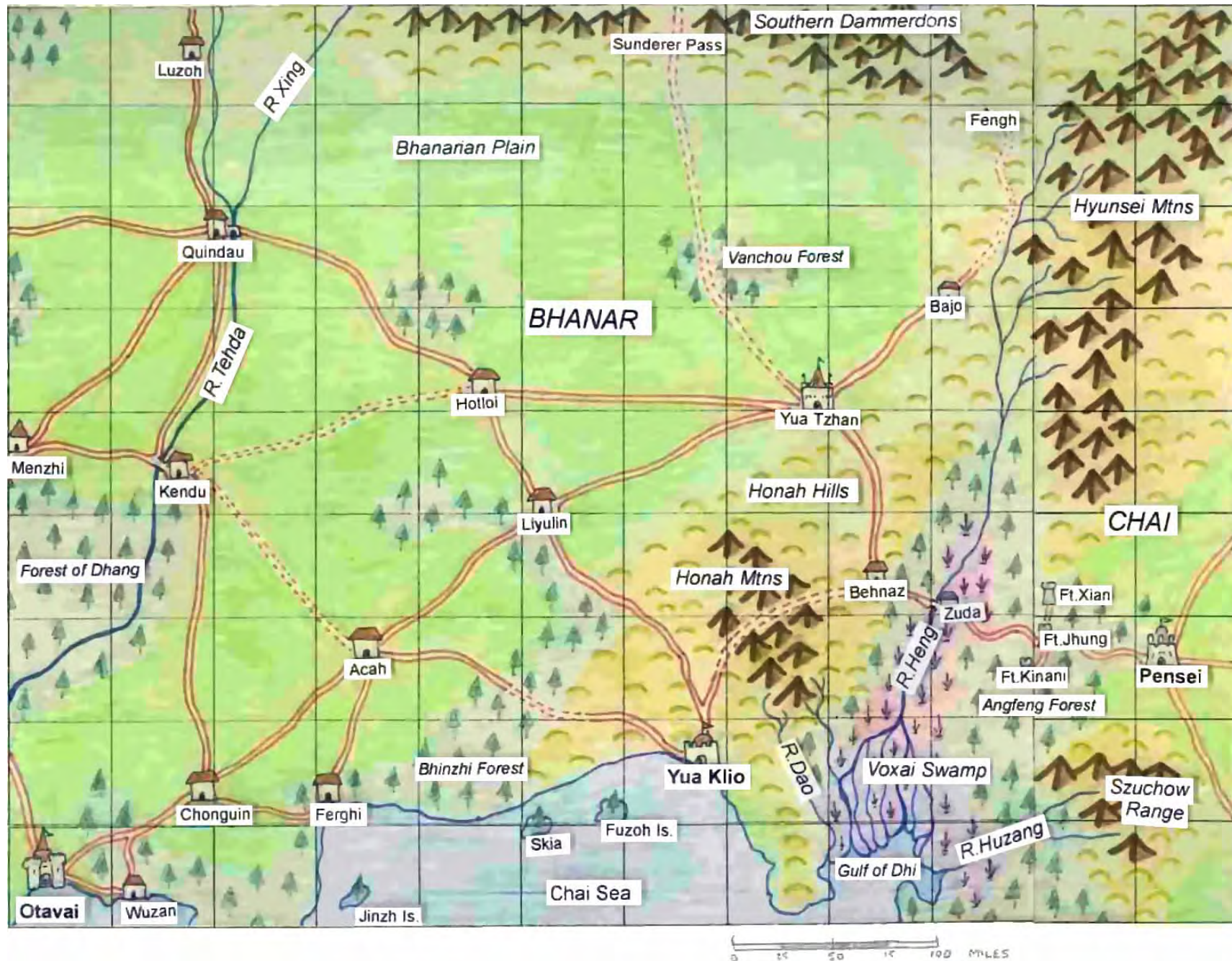


Illustration by Joe Dever

The Hunger of Sejanoz



Illustration by Gary Chalk

Flight from the Dark – Advertisement Poster

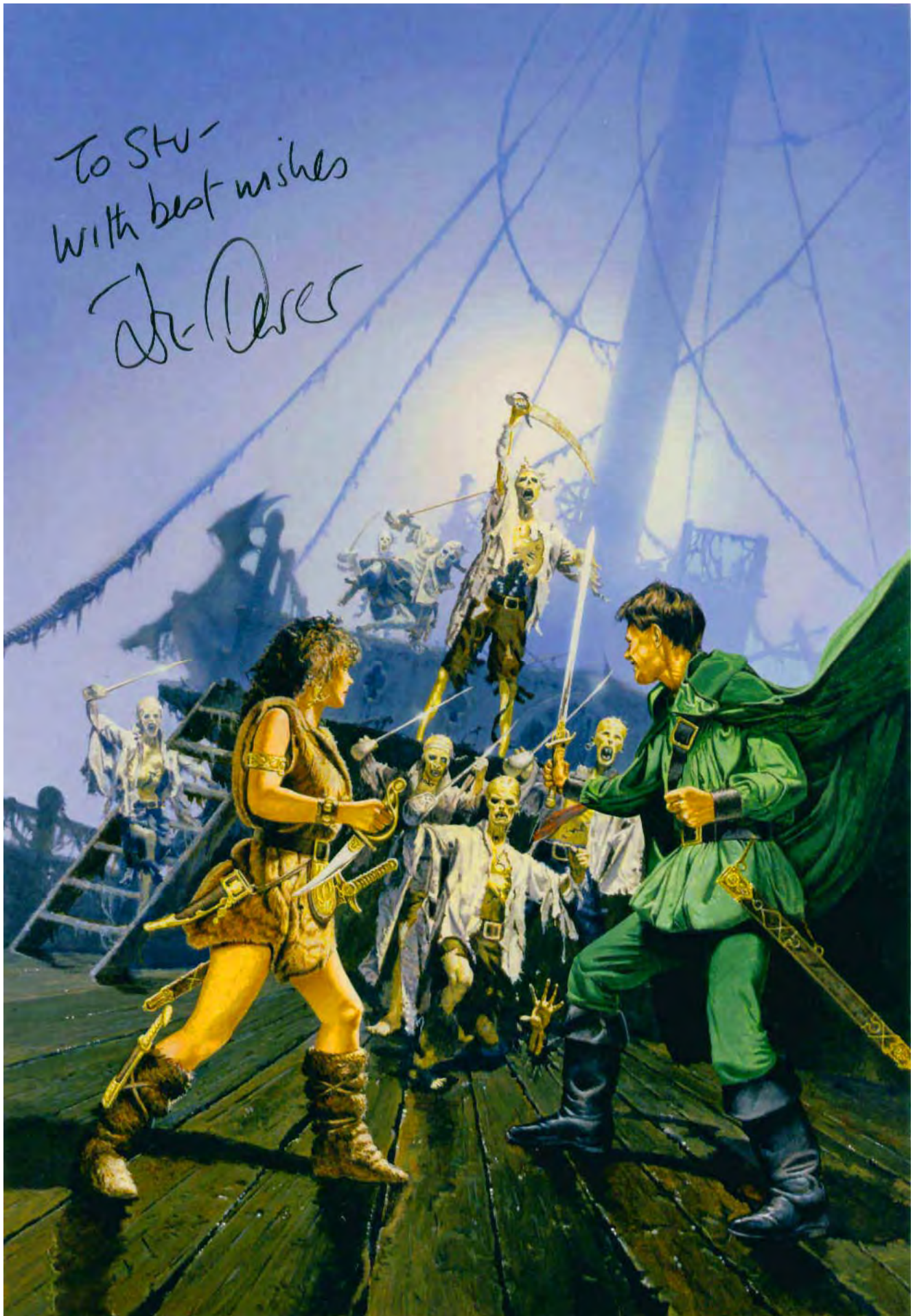
LONE WOLF

A sensational new
role-playing adventure series



Illustration by Brian Williams

The Sword of the Sun – Cover Art



To Stu -
With best wishes
John Dever

Illustration by Melvyn Grant

California Countdown – Cover Art

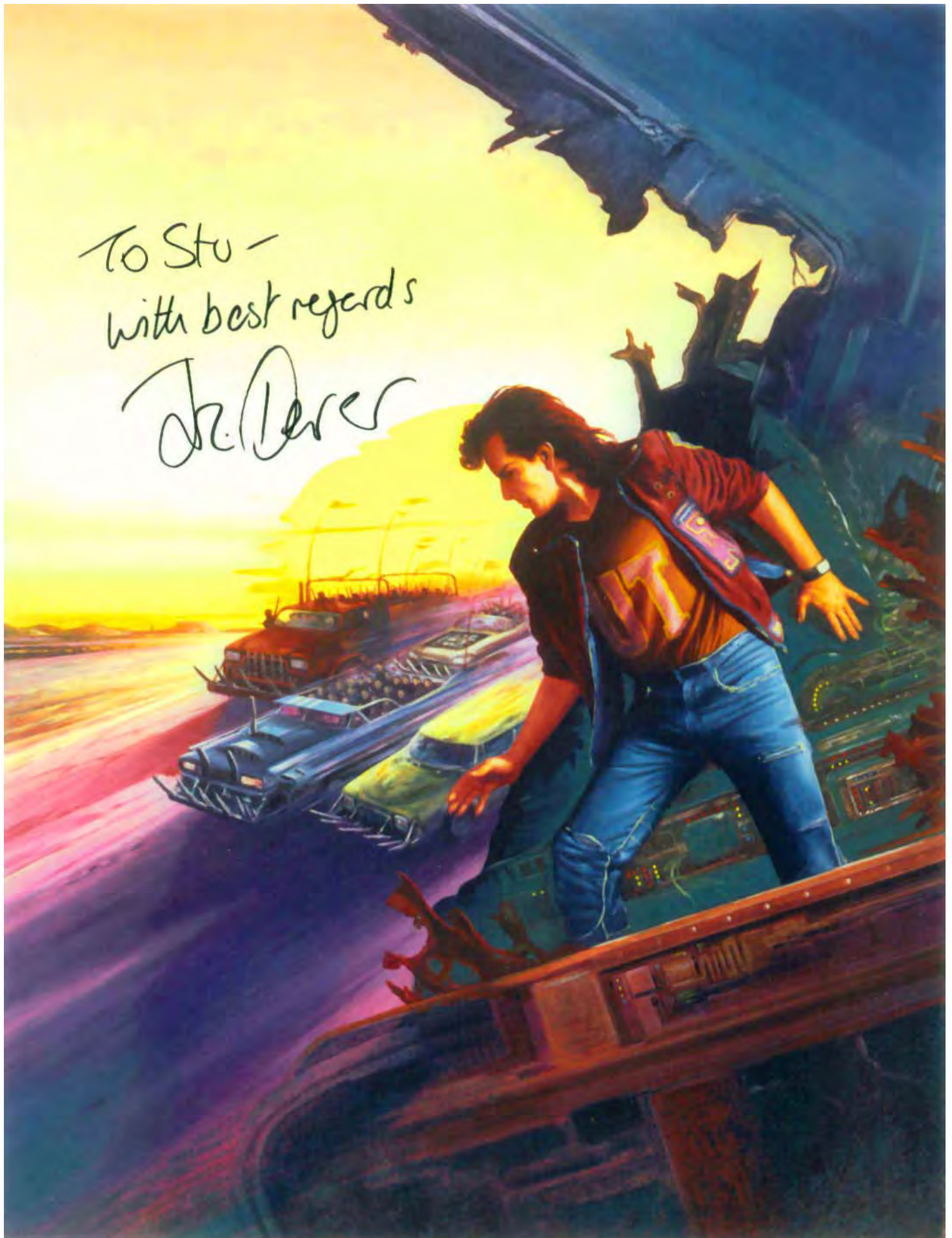


Illustration by Peter Andrew Jones

Eclipse of the Kai – Cover Art

projectaon.org



Illustration by Peter Andrew Jones

The Sacrifice of Ruanon – Cover Art



The Cauldron of Fear – From Conception to Execution

This section shows the design process that every Lone Wolf book went through, right from the initial stages of planning through to a final rough draft. Contents are as follows:

- **Story and Prompt Sheets**

These were used by Joe to determine what information would appear in *The Story so Far . . .* and *Section 1* of the book. Note that he has decided against including the background to the Tahou Cauldron, and also changed the initial profile to make the journey to Tahou more detailed (not a Levitron journey as originally planned). In the published book, Lone Wolf is accompanied on the journey to Tahou by the Brotherhood magician Banedon. Interestingly, Joe seems unhappy with his choice of President Dabudei's name!

- **Numbered Sections Checklist**

This was used by Joe to ensure that all 350 of the numbered sections were assigned for use in the book. He also notes things such as puzzle answers.

- **Disciplines/Items/Ranks checklist**

This was used by Joe to determine which important Backpack and Special Items could be brought into the adventure, and also to determine which Lore-circles and Improved Disciplines were possible by this stage in the Magnakai quest, how they could apply in the course of *The Cauldron of Fear*, and how many times.

- **Cover Brief**

This was submitted to Arrow Books by Joe Dever to explain what sort of cover design he desired for the book.

- **Arrow Books' correspondence re: Cover Brief (inc. rough draft of cover)**

Arrow Books' response to Joe's Cover Brief. The artist in question, Fred Gambino, drew several of the covers for the Beaver Books editions of the Lone Wolf gamebooks.

- **Brian Williams' correspondence**

Brian Williams' letter to Arrow Books containing the rough sketches of some of the illustrations. If you look carefully, you might be able to determine what time of year this work was being done.

- **Roughs of Illustrations I to XX**

These rough drafts comprise Brian Williams' first work on the Lone Wolf series. Note that Brian mistakenly refers to the Section 317 illustration as Section 323, which would therefore have had two full-page illustrations. For the illustration in Section 180 Joe has noted 'More Turkish' alongside the man's face. He has also noted 'More desperate' regarding the man killed by Zakhan Kimah in the illustration for Section 258.

- **Proofread Inlay Blurb**

This is included to show that even by the proofreading stage, there may still be a few *minor* errors to iron out.

Story and Prompt Sheets

W9 Storm

~~Bedegrand to Zaton couldron~~

X ~~Leitran journey to Zaton (via Kalcuch, Nawasari.)~~

Meet with President Dabudei - new leader? - duff name

Desperate situation

Azuro to couldron?

Block. off due to incident?

Sm Eagle's previous descent - told by whom?

~~Stood with sword~~

Country profile of Anari - Jassa peoples slightly weakened?

Egyptian? Turkish? Hungarian

(LW6) Return of the Captain (crosses over because of LW + DeMordel mistrust?)

Slovenian Cavalry - bowlegged, as from a lifetime spent in the saddle
black plains horses

Prompt Sheet LW9

... tearing the walls asunder and lashing the defenders with a whip of fire.

He (man), burly and hairy like a ... (wolf), ...

Flings back his cloak which floats like a flag against the blackend sky
chanting an ancient rune spell

has ^(long) thick black hair, caught for by a ~~force~~ ^{sudden} gust of wind, spread out
behind him like the wings of an eagle.

Heaped before him ~~lay~~ lie the remains of several ... + their
merciless hunting dogs.

Blind man with scarred face, eyesight dimmed by hunting birds?

Proud and imposing in their armor of layered black leather

Numbered Sections Checklist

350 CHECKLIST	LONE WOLF 9 "The Cauldron of Fear"										No. CHECK
Puzzle	1	2	3	4	5	6	7	8	9	10	21
	11	12	13	14	15	16	17	18	19	20	21
	21	22	23	24	25	26	27	28	29	30	X0
	31	32	33	34	35	36	37	38	39	40	+0
	41	42	43	44	45	46	47	48	49	50	21
112 Sat	51	52	53	54	55	56	57	58	59	60	X0
Sun x	61	62	63	64	65	66	67	68	69	70	8X0
Mon	71	72	73	74	75	76	77	78	79	80	1X0
Tue	81	82	83	84	85	86	87	88	89	90	2X0
Wed	91	92	93	94	95	96	97	98	99	100	2X0
Thu	101	102	103	104	105	106	107	108	109	110	+0
	111	112	113	114	115	116	117	118	119	120	2X0
	121	122	123	124	125	126	127	128	129	130	1
Puzzle	131	132	133	134	135	136	137	138	139	140	X0
	141	142	143	144	145	146	147	148	149	150	+0
1) 6	151	152	153	154	155	156	157	158	159	160	X0
2) 320	161	162	163	164	165	166	167	168	169	170	X0
3) 326	171	172	173	174	175	176	177	178	179	180	X0
	181	182	183	184	185	186	187	188	189	190	21
	191	192	193	194	195	196	197	198	199	200	+0
	201	202	203	204	205	206	207	208	209	210	21
	211	212	213	214	215	216	217	218	219	220	2X0
	221	222	223	224	225	226	227	228	229	230	X0
	231	232	233	234	235	236	237	238	239	240	21
39	241	242	243	244	245	246	247	248	249	250	2X0
	251	252	253	254	255	256	257	258	259	260	21
	261	262	263	264	265	266	267	268	269	270	X0
	271	272	273	274	275	276	277	278	279	280	2X0
	281	282	283	284	285	286	287	288	289	290	X0
	291	292	293	294	295	296	297	298	299	300	2X0
	301	302	303	304	305	306	307	308	309	310	+0
	311	312	313	314	315	316	317	318	319	320	X0
	321	322	323	324	325	326	327	328	329	330	2X0
	331	332	333	334	335	336	337	338	339	340	2X0
	341	342	343	344	345	346	347	348	349	350	21

Disciplines/Items/Ranks Checklist

CHECKLIST	(3)	(USE)	OPTIONS FOR MAG. SKILLS / SPECIAL ITEMS / Backpack Items / Lore Circles / Ranks / Prev. books.	
				S's cont
Basics			CAMOUFLAGE HUNTING I SIXTH SENSE I TRACKING I MINDSHIELD MINDBLAST ANIMAL KINSHIP	ADGANA HERB (active) LUTINUM AMULET. (heats). JEWELLED MACE (TS vs. summonings) MIRROR
MAGICAL			11 (S) 1 (M) 1 (S) WEAPONMASTERY (SPECIFIC WEAPON) ANIMAL CONTROL III CURING I INVISIBILITY I HUNTMASTERY III PATHSMANSHIP I PSI-SURGE I PSI-SCREEN I NEXUS II DIVINATION II	RANK BONUSES PRIMATES ⑦ ANIMAL CONTROL CURING HUNTMASTERY PSI-SURGE I NEXUS
LORE CIRCLES			FIRE (HUNT WEAP) I LIGHT (AN. CONT. CURING) SOLARIS (INVIS, HUNT, PATHSMANSHIP) I SPIRIT (PSI-S / PSI-SC, NEXUS / DIVINATION) SOMMERSWORD	TUTELARIES ⑧ WEAPONMASTERY INVISIBILITY I PATHSMANSHIP I PSI-SCREEN DIVINATION
Special Items			STONE EFFIGY (ALGUA. NEONAR) BLUE STONE TRIANGLE KALTE FIRESHERE DAGGER OF VASHNA RUBY RING (AOLYTES) SILVER WHISTLE (DISPEL invis)	PRINCIPALS ⑨ ANIMAL CONTROL INVISIBILITY HUNTMASTERY II PSI-SCREEN NEXUS

Cover Brief

LONE WOLF 9 : THE CAULDRON OF FEAR

Cover Brief

The focal point of the cover should be a large medieval castle of the type depicted in Notes 1 & 2. The scale of the castle should be nearer to Note 2.

The foreground to the castle should depict a massed battle between 'good' and 'evil' forces.

The 'goods'

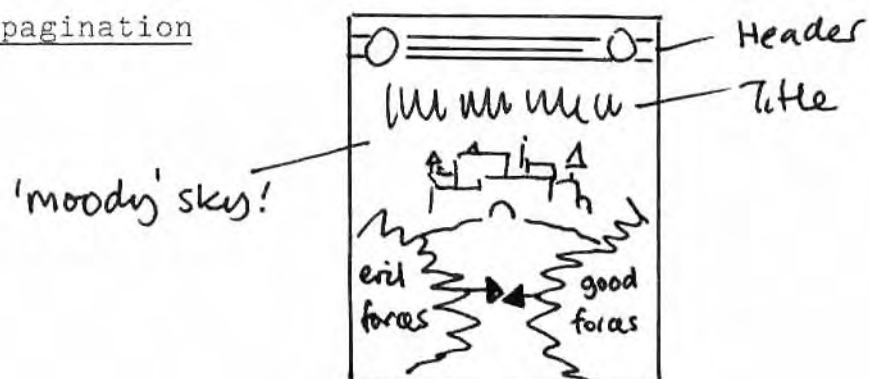
Traditional northern European knights and retainers of the 13th century, armed with halberds, swords, maces, bows etc. Predominant uniform colour is dark blue with yellow edging and piping. Flags and banners (and surcoat motifs) should depict an eagle (see illo.) with its claws clutching a heart. (Nb. Gold eagle/red heart)



The 'evils'

Goblinoid evil types as depicted in Note 3. Leaders should be skeletal monks dressed in red robes, on black horses and armed with staffs of black iron that shoot blue fire from their tips. Some evil human knights (black spiky armour), some orgrons (giant goblins with blue skins). Banners should be crimson and black bearing the white skull of a snake with bloodied fangs.

Rough page pagination



Arrow Books' Correspondence

ARROW
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Johannesburg and agencies throughout the world

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AB/AOC

6 October 1986

Joe Dever

Dear Joe

I am pleased to enclose the rough for the cover of
LONEWOLF 9. The artist is called Fred Gambino and has
done alot of science fiction and fantasy work. I think
he seems very good.

I look forward to hearing your comments.

Best wishes

Yours sincerely



Alison Berry
Beaver Books

enc

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Rosemary Cheetham
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Stephen Lenaerts
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THE CAULDRON OF FEAR

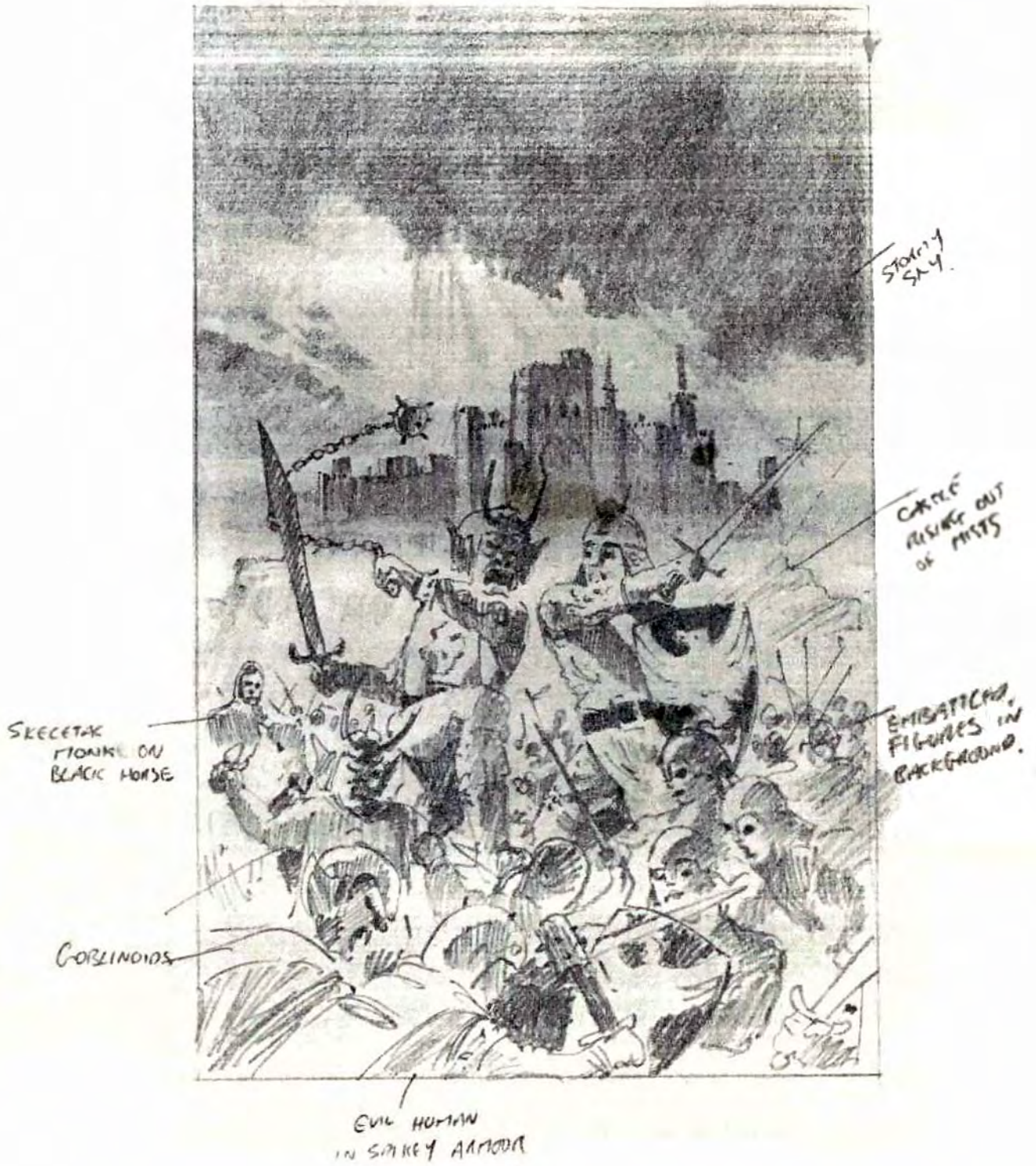


Illustration by Brian Williams

Brian Williams' Correspondence

Brian Williams Illustrator

15 December 1986

Alison Berry
Beaver Books
62-65 Chandos Place
Covent Garden
London WC2N 4NW

Dear Alison

Please find enclosed the last 12 roughs for
'The Cauldron of Fear'.

Also enclosed are vignette #11 and a new panel
for the Book plate.

Best wishes

Brian

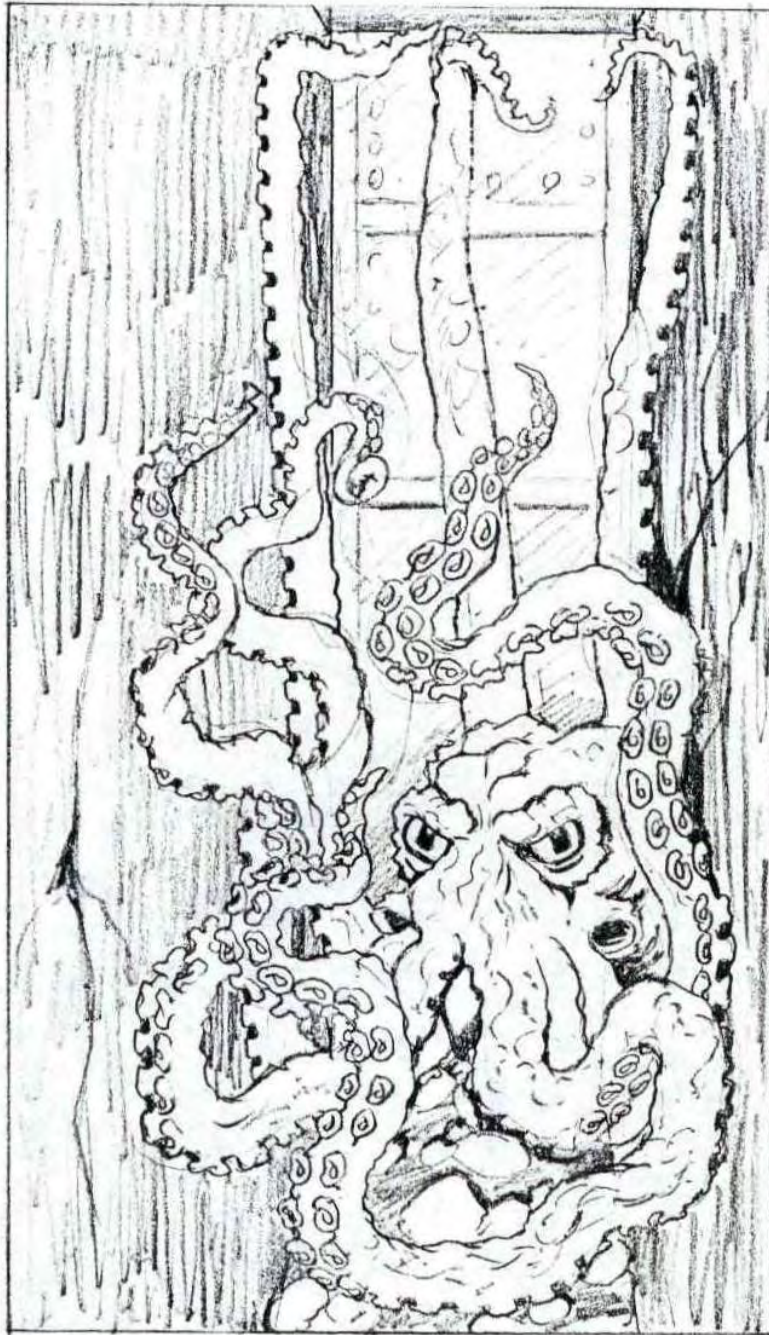


Illustration by Brian Williams
Illustrations I to XX

ENTRY NO 11



ENTRY No 32



Illustrations by
Brian Williams

ENTRY No 46



ENTRY No 75



Illustrations by
Brian Williams

ENTRY No 82



ENTRY No 97



Illustrations by
Brian Williams

ENTRY No 120



ENTRY No 129

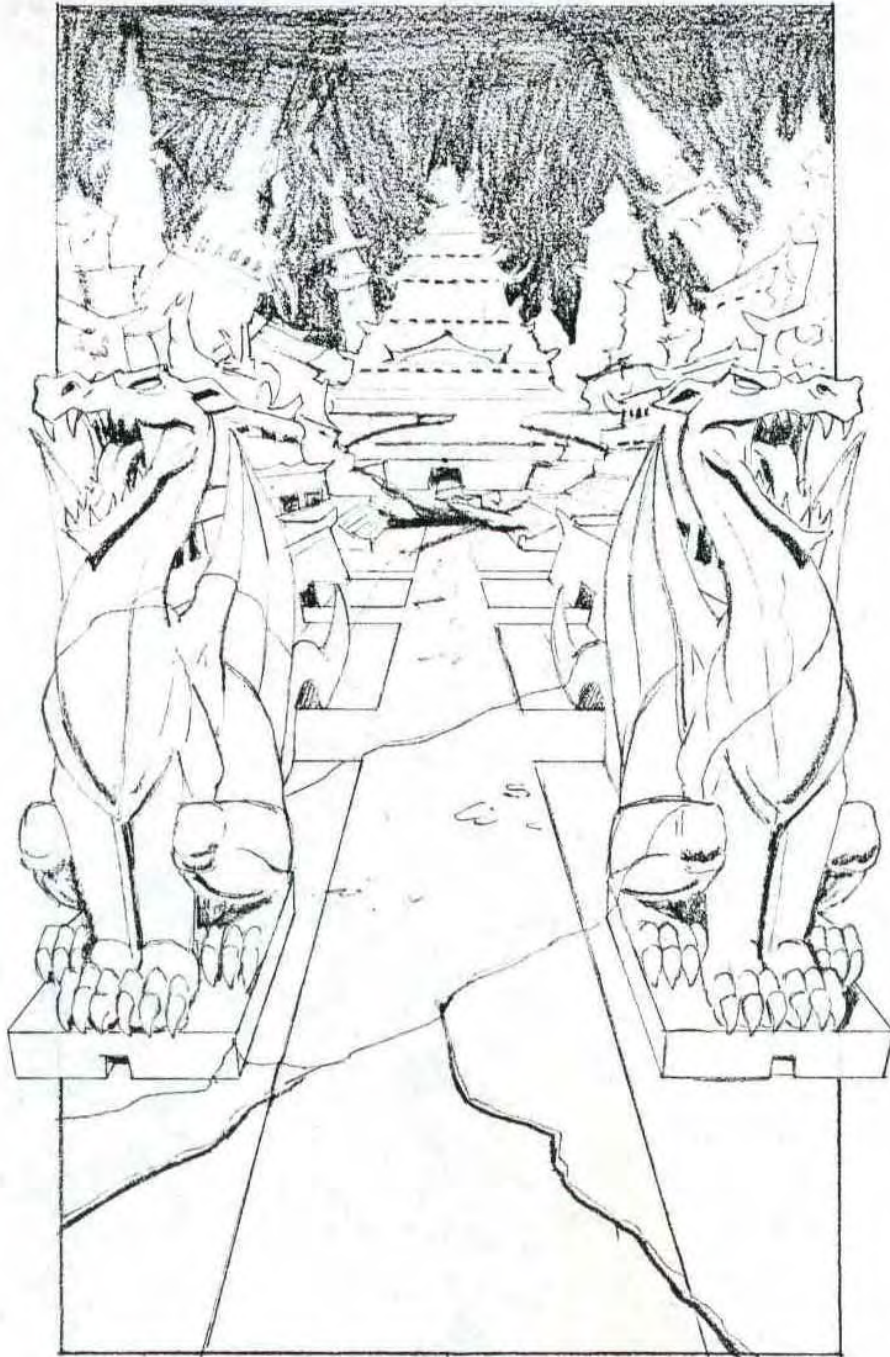


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Brian Williams

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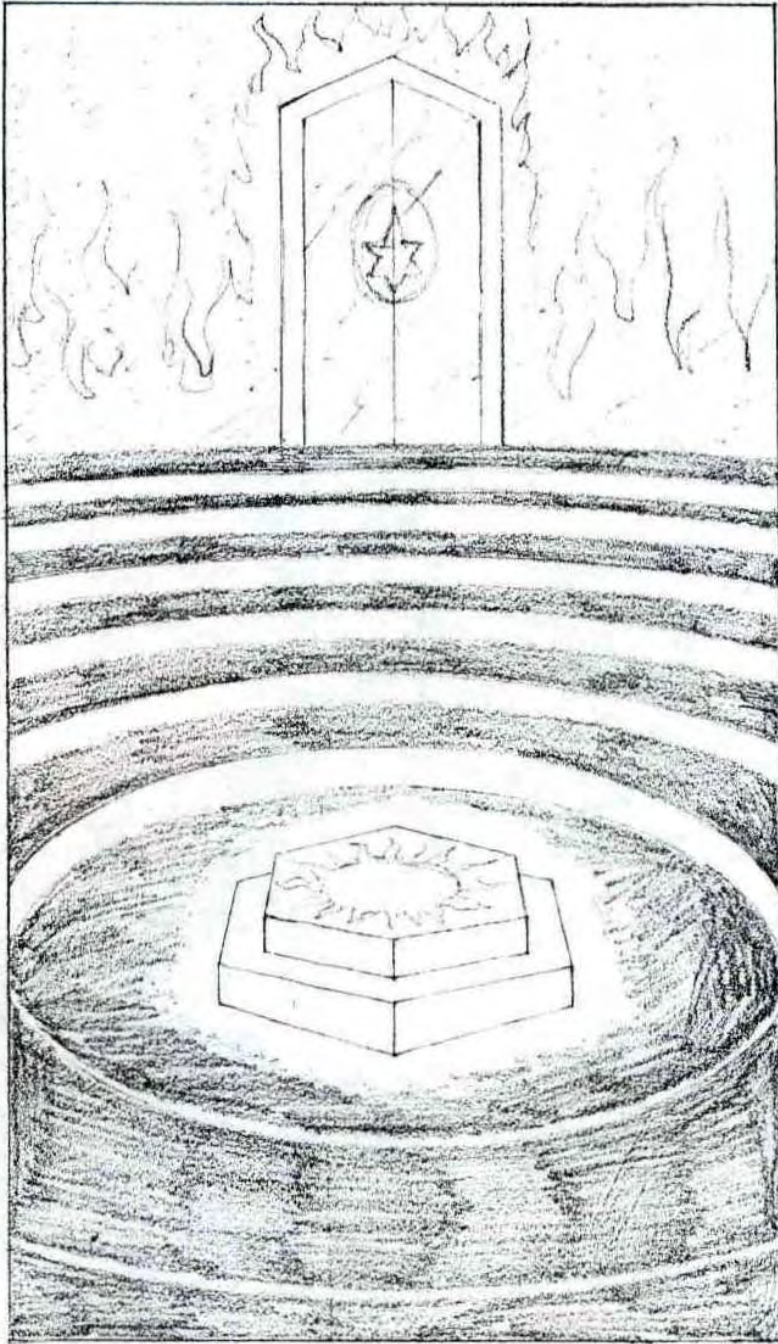
*Illustrations by
Brian Williams*

ENTRY No 180



*Man
Twin*

ENTRY No 200



Illustrations by
Brian Williams

ENTRY No 220



ENTRY No 243

Illustrations by
Brian Williams

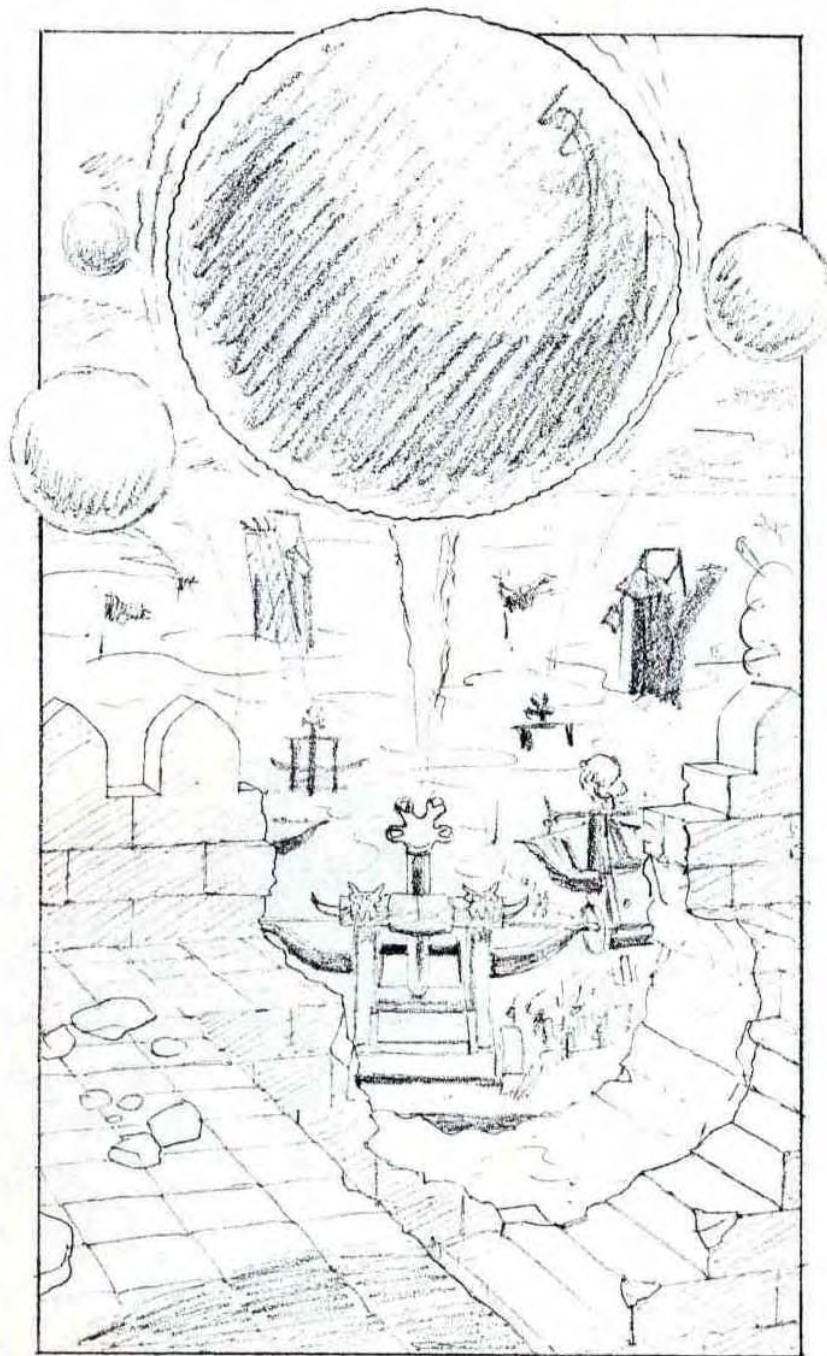


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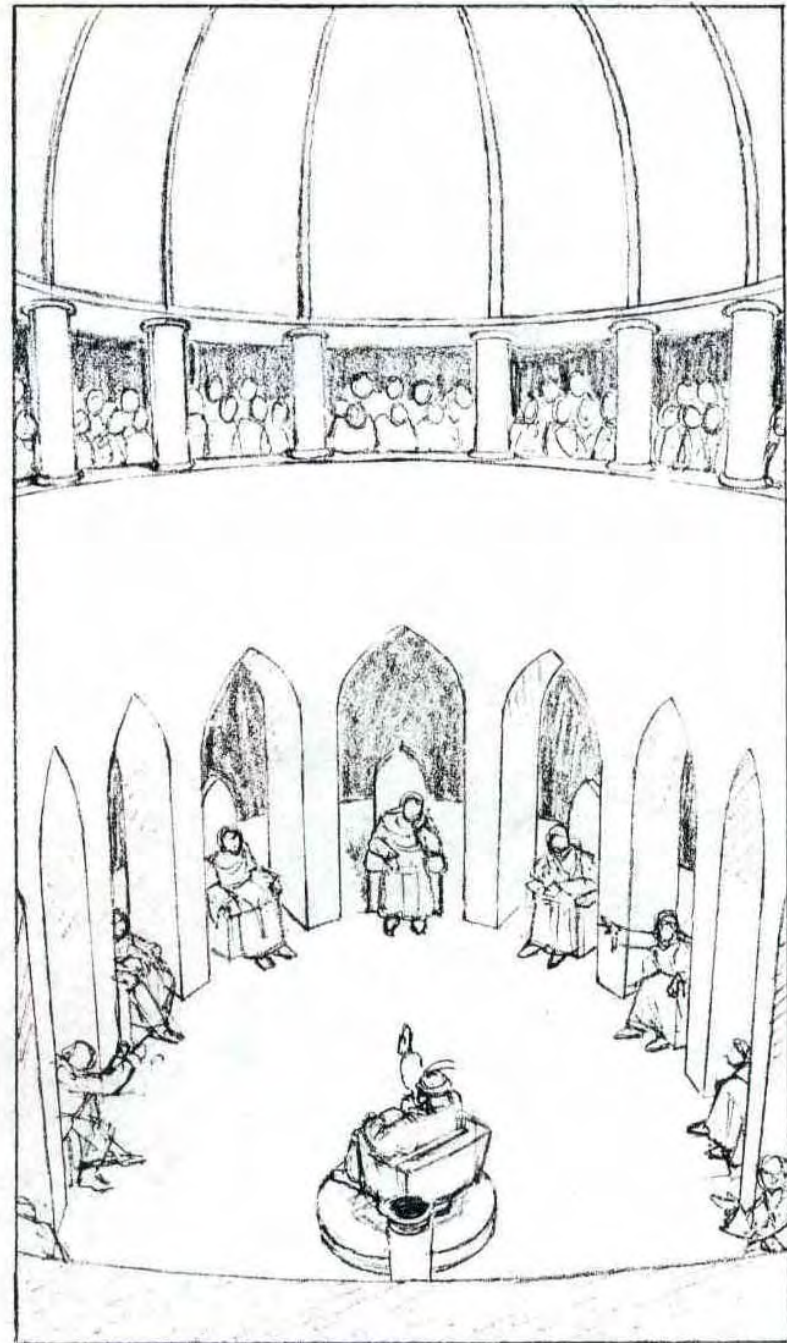
Max
despote

ENTRY No 286



Illustrations by
Brian Williams

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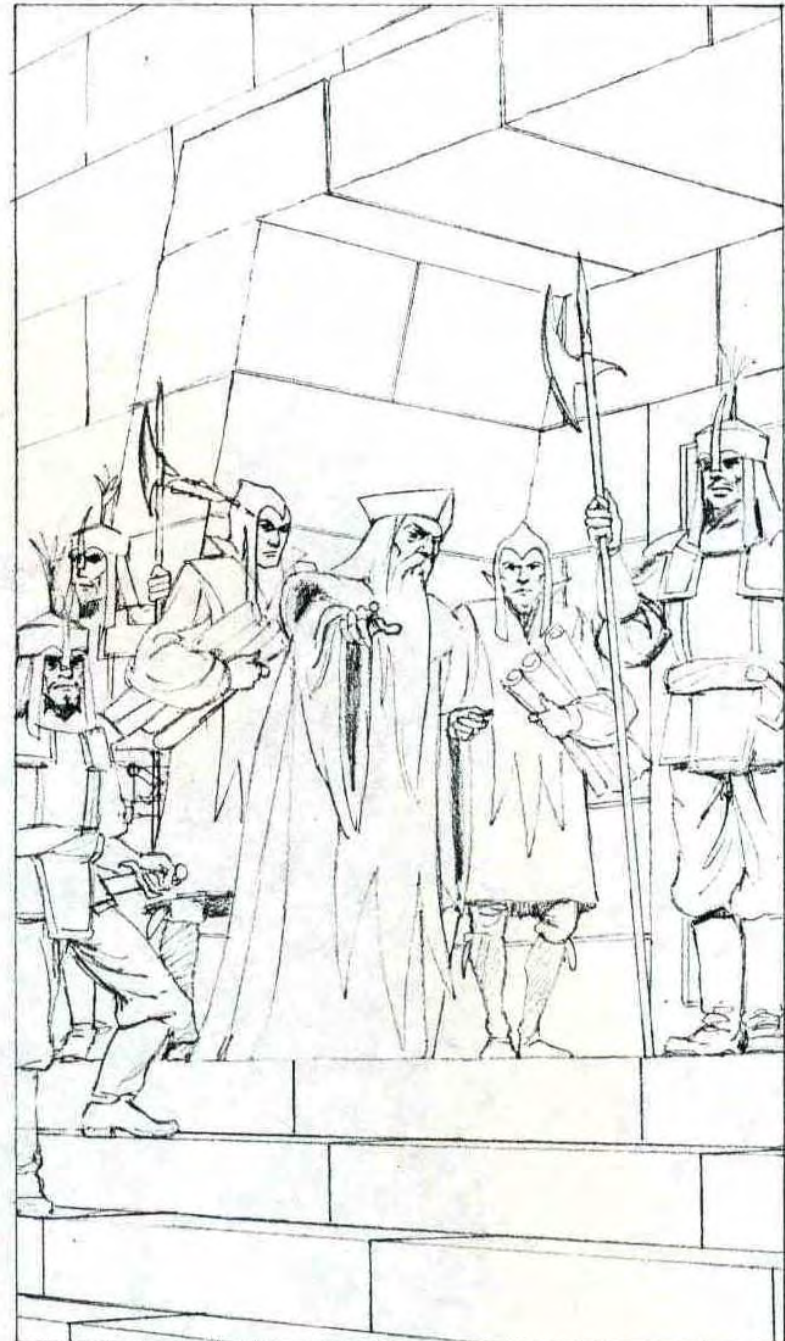


ENTRY No 323



Illustrations by
Brian Williams

ENTRY No 323



ENTRY No 336



Proofread Inlay Blurb

~~LONE WOLF 7~~ 9 ~~CASTLE~~ ~~DEATH~~

The Cauldron
of Fear

THE AUTHOR AND THE ILLUSTRATOR

JOE DEVER was born in 1956 at Woodford Bridge in Essex. After he left college, he became a professional musician, working in studios in Europe and America. While working in Los Angeles in 1977, he discovered a game called 'Dungeons and Dragons' and was soon an enthusiastic player. Five years later he won the Advanced Dungeons and Dragons Championships in the US, where he was the only British competitor. The Lone Wolf adventures are the culmination of many years of developing the world of Magnamund. They are printed in several languages and sold all over the world.

Joe also writes for modelling journals and is a contributing editor to ~~White Dwarf~~ Britain's leading role-playing games magazine. ~~He~~ ^{es} adapts the Lone Wolf adventures for computer play, is editor of the 'World of Lone Wolf' series and is noted for his model painting and photography.

Born in 1952, GARY CHALK grew up in rural Hertfordshire. Through an interest in history, he began playing wargames at the age of fifteen – a hobby he still enjoys today. When he first graduated from college with a BA in design, he spent three years training in a studio before becoming a teacher in art and design. He was working as a children's book illustrator when he became involved in adventure gaming, an interest which eventually led to the creation of several successful games, including 'Cry Havoc' and 'Battlecars' (co-designed with Ian Livingstone). He is perhaps best known for his artwork on the board of the successful 'Talisman' game.

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30 June 2006

0. Preamble

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1.0

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